

Get up &
go!

Wednesday 5 August Leicester's Playday

Join in a citywide playday from your own home.

Your morning playday timetable

10am Duck, duck, goose

To play this game you'll need a group of players sitting on the floor in a circle. Choose someone to be the goose. The goose is to walk around the outside of the circle, tapping people on the head while they walk past saying duck. Until they decide to tap someone and say goose, that person then becomes the goose and chases after the duck, trying to tag them before they can run around the circle and sit down.

11am Storytime: King of Cornflakes

To take part you'll need the King of Cornflakes story. If you have already been provided with an activity bag, this story will be inside. If you can go online, you can download the story at families.leicester.gov.uk/getupandgo.

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Your afternoon playday timetable

12pm: Lunchtime

Why not make it a teddy bears picnic and sing some of Bookstart Bear's favourite nursery rhymes. Have a look at our activity cards for the rhymes and actions.

1pm: Warm or cold

To play this game you'll need a group of players and a household object to hide. A rubber duck or cuddly toy would work well. One player hides the object somewhere in the house. The other players are to try to find it while being given basic instructions of getting warmer if they are getting close to the object or getting colder if they are looking in the wrong area.

2pm: Leicester's great duck race

You'll need a rubber duck or a plastic toy that floats, someone to time you and a bath or large rectangular shaped container partially filled with water. Decide which end of your container is the starting line and finishing line. Get your duck ready at the starting line. On one, two, three and go, find ways to make your duck swim to the other end as fast as you can! You can use whatever you have to hand - a squirty bottle, sponge or making waves with your hands will work. Time how long it takes you. The winner is the player with the fastest time.